

Elinor's Town Assumptions for Writers and Storyboard Artists

As we are entering the world of outlines and first drafts, we need to be mindful of the scope of work when generating Outlines to Final Drafts. Now is a good time to ensure that our writers understand our assumptions for Elinor's Town. Below you will find the parameters per 11-minute episode and the classifications and terminology.

Character Count and Crowds:

Average character count per shot is 3

Crowd shots, please avoid them if possible and if required, please keep them simple.

Page Count:

As confirmed with Jorge and Daniel yesterday (Nov 27), Elinor's page count per 11-minute script will be between 12 & 14 pages.

Terminology & Definitions:

Main Characters: full turn around and rig with hand and mouth charts unlimited lines of dialogue

Secondary Characters: partial turn around and rig with hand and mouth charts, 5 lines or less of dialogue.

Incidental Characters: only one or two angels uses, no dialogue.

Keep in mind:

- Complex Props such as vehicles that require the amount of designs/rigging as a character are counted as a main character.
- Costume Changes are counted as a Secondary Character.

Asset Counts per 11 min episode:

Please always use our existing cast of characters first, we have a rich world of characters to pull from (list below)

Main Character 2

Secondary Characters 2

Incidental Characters 3

Backgrounds - 3 locations

Props 20

Animated FX or Special Comp (close ups) shots 10

Characters from Pilot:

(please note that the character names may change J&D are reviewing this now - current names were only placeholders for the pilot)

1. Elinor - Rabbit
2. Ari - Bat
3. Hazel - Elephant
4. Ms. Mole - Mole
5. Male Mereket
6. Twin Female Goat
7. Twin Female Goat
8. Male Aardvark
9. Male Mouse
10. Male Wombat
11. Female Bear
12. Female Beaver
13. Birds (blue and red) – non-speaking role only incidental char
14. Monarch Butterfly – non-speaking role only incidental char
15. Green Frog – non-speaking role only incidental char

Note: That the birds, butterflies and frogs do not have speaking roles and are just background interstitial characters. Reptiles, insects, etc. do not have speaking roles in Elinor's Town only mammals.